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**Instruction and Tech**

**Digital Games Tech Activity**

**10/10/2011**

**Game: “Rhythm Quiz Show”**

This is a jeopardy-style game where you choose a character and get points for answering questions about rhythmic durations correctly.

Where from, you ask? Here!!: <http://www.musictechteacher.com/quiz_rhythm_trivia001/play.html>

1. 3rd-4th Grade, general music/ math
2. Purpose of the game is to build content knowledge. You use your knowledge of rhythmic durations to solve math problems, so it is cross-curricular.
3. Components of the game:

You pick a character to be or a team to be on. You can have multiple teams that take turns or play by yourself against the computer.

Pick a level of difficulty (ie, 200 points, 400 points, etc.).

Depending on the level of that difficultly, it asks you to add, multiply, subtract, etc. progressively more complicated rhythmic durations.

Ex) add one half note to one dotted quarter note, and then subtract a quarter note from their sum.   
You interact with other teams/players in the game.

There isn’t really a storyline. It’s just a jeopardy-type game.

1. A major benefit of this game is that students are rewarded for using their skills. It is fun and interactive.
2. A drawback is that it uses words and not actual rhythmic notation. I feel like there should be an option to go back and forth between the 2.

Also, the rewards are extrinsic, and not intrinsic.